

Name _____

How to Design Prompts That Create World

Every good story or game needs a world that feels *real*. This worksheet helps you train an AI to become a **world designer**-someone who builds fictional places that make sense, follow rules, and come alive with culture and geography. Each section helps you add a new layer to your **Prompt Sandwich** so the final AI response feels immersive, not random. By the end, you'll have a complete world-building prompt ready to generate maps, settings, or even game environments.



Step 1 - Define the Role - Decide what kind of creator the AI is. This will shape the tone, detail, and creativity of the world it builds.

Examples: A fantasy novelist creating a magical kingdom. A sci-fi game designer building a new planet for exploration. A cultural historian inventing an ancient civilization. A mythologist describing the creation story of a fictional world.

Your Turn: You are a _____ designing a world that _____.

Add Detail: What kind of voice should this creator have? (descriptive, mysterious, scientific, imaginative, formal, etc.)

Step 2 - Define the Task - What kind of world do you want the AI to create? Describe the scope and focus of the design.

Examples: Create a detailed description of a new fantasy continent. Design a small city in a futuristic underwater civilization. Invent a solar system with multiple planets and cultures. Describe a hidden world inside our own modern Earth.

Your Turn: Your task is to _____.

Add Detail: Should this world feel realistic or completely fantastical?

Step 3 - Add Context - Explain who the world is for and how it will be used. Is it part of a novel, a tabletop RPG, a video game, or a creative exercise?

Examples: This world will be the setting for a short story about survival. The world is used in a video game where players explore new lands. It's part of a writing project for fantasy world-building practice. The audience is readers who love detailed imaginary settings.

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Your Turn: The world is for _____ and it should feel like _____.

Add Specificity: What tone or emotional experience should the world create? (awe, danger, wonder, peace, tension, mystery)

Step 4 - Add Constraints - Rules make worlds believable.

Constraints help the AI stay organized and logical instead of over-the-top.

Examples: Include at least three regions with distinct climates or cultures. Describe how people survive (food, water, economy). Keep it under 300 words. Explain one key conflict that shapes the world. Use consistent laws of magic, science, or technology.

Your Turn: List at least four specific rules or requirements the AI should follow when creating your world.

1. _____
2. _____
3. _____
4. _____

Optional Challenge: Add one rule about what *cannot* exist in this world (for example, "No electricity" or "No violence").

Step 5 - Decide the Output Format - Tell the AI exactly how to structure or display the information. The clearer the format, the easier it will be to visualize your world.

Examples: A descriptive paragraph with headings for *Geography, Culture, and History*. A bullet-point list of key world features. A table with columns for *Region Name, Climate, and Unique Feature*. A traveler's guide entry written as if it's part of a book. A "world overview" for a game design document.

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Your Turn: Present the information as _____

(Example: "a travel journal entry written by an explorer visiting this new land.")

Step 6 - Build the Final Prompt - Now combine everything you've written into one strong, detailed prompt.

Include all five parts: **Role, Task, Context, Constraints, and Output.**

Final Prompt:
